HesWare™

FACEMAKER

By Jay Stevens

Fast Start Instructions

How to start FACEMAKER: Start the program. (See page 5 for instructions)

Answer the questions on the screen.

PRESS 1 to build a face.

- To see the mouths, eyes, ears, noses, or hair you can have on your face, press the space bar to point to a feature and then press RETURN.
- The screen will now display the selection of the particular feature you choose.
- Press the space bar to point to your selection, then press RETURN.
- To change a face, use the space bar to choose a feature, then press return.

PRESS 2 (program) to animate the face you made.

- Press the letter that goes with the action you want.

  E: ear wiggle
  T: stick out tongue
  –: delay
  S: smile
  F: frown
  C: cry
  W: wink

- To create a series of actions (a program), press the space bar. A program box will appear on the screen. Type the letters from the list above in the order you want to see the actions. Then, press RETURN.

- You can also make a delay between commands by typing - (dash). A program might look like this: **WS–W.**

The program box will clear, and you can write another program.

PRESS 3 to play the game.

- To start the game, press RETURN.
- The face will do something. For example, it may wiggle its ears and smile.
- Answer the computer by typing exactly what you saw. Use these keys:

  E: ear wiggle
  T: stick out tongue
  –: delay
  S: smile
  F: frown
  C: cry
  W: wink

- Each time you have correctly repeated what the computer did, your score will increase by one.
- Then the computer will add one expression to the series. Keep typing the letters for what the computer does to get a high score.
- You can see your best score at the top of the screen.

A Note to Parents

Anyone four years old or older will enjoy this program.

FACEMAKER is an educational program disguised as a game. Children can make a variety of faces and animate them. Eyes can be made to wink, ears wiggle, and lips move in any order the child likes. The computer will even play a memory game with children. The computer will animate the face they have created with a particular order of winks and wiggles and the children have to press the keys necessary to produce the exact same pattern. Behind this program are the following educational objectives.

- **A gentle introduction to programming.** A program is a list of instructions to a computer. When children are pressing keys to make ears wiggle or eyes wink a certain number of times and in a particular order they are giving instructions to the computer using a very simple, special purpose programming language. Instead of the computer telling the child what to do, the child is telling the computer what to do.

- **Keyboard familiarity.** Children use the keyboard to communicate with the computer instead of joy sticks or game paddles. Keyboard familiarity is an important aspect of computer literacy that children begin learning with this program.

- **Visual sequential memory.** This refers to the ability to remember the order in which objects were seen. A strong visual sequential memory helps children remember the order in which letters appear in words. Many people use their visual memory to help them with spelling. They "see" the word they are trying to spell in their mind's eye. In the FACEMAKER game children have to remember the number of times and order in which eyes wink, ears wiggle, and so forth.

- **Auditory sequential memory.** This refers to the ability to remember sounds or words in the order in which they were heard. This is something else many people use when they are spelling. Some people remember how to spell words by "hearing" the word spelled in their minds. The FACEMAKER game has a sound associated with each animated movement. This permits children to use both auditory and visual sequential memories together to play the game. (Visual and auditory memories usually develop at the same rate. However, this is not always the case. If your child has had an educational evaluation that determined a weakness in the visual sequential memory, you can have your child play the game exercising only this memory skill by turning off the sound on the program.)

Tutorial for FACEMAKER

How to start the FACEMAKER:

1. Make sure the power to your VIC-20 is turned off.

2. Insert the FACEMAKER™ cartridge into the expansion slot on the back of your VIC.

3. Then turn on the power to your monitor and computer. The program will start automatically.

You will see a list of options at the bottom of the screen. Each option stands for a separate work space. You may want to think of them as separate pieces of paper on a desk. We call them **windows.** They are each labeled with a number in one of the corners. Use the labels to get the windows:

PRESS 1 to build a face.

PRESS 2 to animate a face with a program.

 PRESS 3 to play the game.

Building a Face:

Press 1 to get to the face building window. You will see a face and a list, or **menu,** which consists of a mouth, eyes, ears, nose, and hair. By moving the space bar, you can point to the choices in the menu. When you've highlighted the choice you want, press RETURN.

Suppose you choose the mouth. Next, you will see a menu of mouths on the screen. Using the space bar, point to the arrow next to the mouth you want and press RETURN. Watch the mouth appear on the face! Continue doing this until you have completed your face. If you want to change something you've already chosen for your face, simply select the new feature and it will replace the old one on your face.

Animating a Face:

Now that you have a face, you can make it wink, smile, frown, cry, stick out its tongue, or wiggle its ears. Go to window 2. You can press one of these letters and see the face respond immediately:

E: ear wiggle
T: stick out tongue
–: delay
S: smile
F: frown
C: cry
W: wink

Try it!

You can also write a **program,** then sit back and watch the computer make the faces for you. A program is a set of instructions for the computer. To write a program, you need to have the program box on the screen. Press space bar and it will appear. Use the letters listed above (computer people call them **commands**) to give your instructions to the computer. For example, type **F T F T W W S E.** You will see your program in the box. Press RETURN and watch the face. The program box will be erased and you can write another program.

You can also make a delay between commands by typing – (dash). A program might look like this:

WS–W
(Wink, Smile, Delay, Wink)

You can make the program 16 commands long. The computer will accept any sequence of comands you can think of.

Playing the Game:

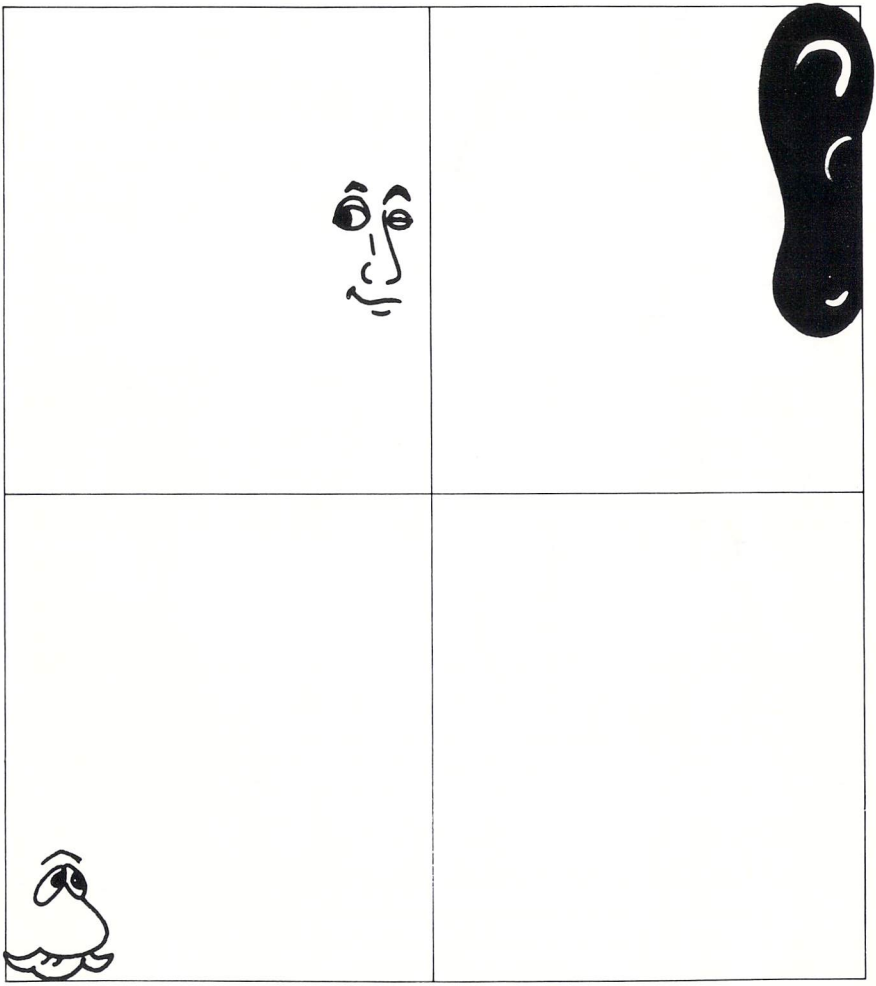
You can also play a game with your face. Go to window 3. This is a memory game. The computer is going to animate your face for you and you're going to have to remember what the computer did.

When you're ready to play, press RETURN. Watch the face closely. It will do something like wiggle its ears and smile. When it stops, you type the letters for what it did. In this case, it would be E S. If your answer is right, the face will smile and wink at you. Then it will clear your answer box and make more faces at you, adding one more face each time. Your score is equal to the number of expressions you can correctly repeat. Your high score shows at the top of the screen.

If you are wrong, the face will stick out its tongue. The computer will ask if you're ready to start the game over again. When you're ready, press RETURN.

It's a contest with the computer to see if you can remember all of the things the computer does in the right order.

See how far you get!



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